

Sega Customer Service, 573 Forbes Blvd., South San Francisco, CA 94080

(800) U.S.A. S.E.G.A.

Distributed by Tonka Corp.

7024 **SEGA**[®]
FROM TONKA

CONTROL PAD and CONTROL STICK are trademarks of Sega of America, Inc. SEGA is a trademark of Sega Enterprises, Ltd., a CSK Group Company.

PRINTED IN JAPAN

©1989 Tonka Corp. All Rights Reserved

TIME SOLDIERS



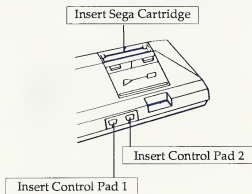
Fight your way through the horrors of the past and future to rescue your friends and save the world in this fantastic voyage through time from Sega.

Survival is of the fittest in the Primitive Age. Face the brutality of the Roman Empire, then enter the fierce battles of World War II, through the razor sharp steel of Japan's Feudal Era, and finally into the unknown dangers of the future. Survive them all and face the powers of "Gylend" — the fearsome enemy you must destroy!

Loading Instructions: Starting Up:

- 1) Make sure the power switch is OFF.
- 2) Insert the game cartridge in the Power Base (shown below) as described in your SEGA SYSTEM manual.
- 3) Turn the power switch ON. If nothing appears on the screen, turn the power switch OFF, remove the cartridge, and try again.
- 4) At the title screen, to start the game;
For 1 player: Push the START Button on Control Pad 1.
For 2 players: Push the START Button on Control Pad 2.

IMPORTANT: Always make sure that the Power Base is turned OFF when inserting or removing your Sega cartridge.



Time Soldiers™

It began when Gylend, the terrifying conqueror of galactic space, turned his might towards Earth. Yohan, Ben and five of the Earth Command Troopers fought to penetrate the invader's stronghold and discover the source of his power. But before they could destroy it, Gylend discovered them. A sinister smile crossed his face and with a blink, the five troopers were instantly turned into gleaming red energy balls and flung into the endless void of time.

Only Yohan and Ben remained to hear Gylend's mocking voice offer them one slim chance for victory: "You have done well to come this far, but can you survive the challenges of time? Find your friends, rescue them, and you shall have earned your right to face me ... to battle for the ownership of this world. NOW GO!"

You must guide Yohan and Ben through the past and future to rescue their friends. Survive and you'll face the final battle with evil Gylend. You have the skill, the weaponry. Win and the world will be free! Fail, and the future will be no more!

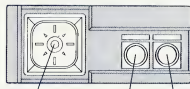


Yohan



Ben

Take Control



DIRECTIONAL
BUTTON
(D-Button) BUTTON ① BUTTON ②

With 1 player only, use Control Pad 1 to move Yohan.

With 2 players, use Control Pad 2 to move Ben, the Time Soldier who battles side-by-side with Yohan. Use your Control Pads to do the following:

Control Pad 1:

- D-Button:** Moves Yohan in eight directions.
- Button 1:** Starts one-player game.
Use for shooting normal shots.
- Button 2:** Starts one-player game.
Use for shooting special weapons.

Control Pad 2:

- D-Button:** Moves Ben in eight directions.
- Button 1:** Starts two-player game.
Use for shooting normal shots.
- Button 2:** Starts two-player game.
Use for shooting special weapons.

Game Object

The object is to rescue the five troopers who were sent flying into the past and future time zones, and finally defeat the conqueror Gylend.

In each stage there are an untold number of enemies, from the weak to strong Middle Bosses and the powerful Big Bosses who hold your friends as prisoners. Defeat the Big Bosses up to stage five and rescue the five friends. In the last stage you will confront Gylend. You must win!

Game End

If Yohan or Ben are touched or hit by the enemy, they will go down. When they have been hit three times, the game is over.

Game Start

When playing with one player only, use Control Pad 1; push Button 1 or 2 to start the game. Yohan and the five troopers will enter in front of Gylend. The character on the left is Yohan. The friends will be transformed into red energy balls.

When playing with two players, use Control Pad 2. Push Button 1 or 2 to start the game. Ben will appear at the far right. He will fight side-by-side with Yohan as they battle through time.

Joining the Game Halfway Through

When a single player is playing the game, a second player can join by using Control Pad 2. Push Button 1 or 2 and Ben will appear next to Yohan and join the play at that point.

Battle Stages

In order for you to find and rescue the five troopers, you must pass through five time zones: four in the past and one in the future.

Each era is divided into three stages. In a certain stage, if you defeat the enemy, you will enter the Middle Boss' chamber.

When you defeat the "Middle Boss" in each stage, a time tunnel will appear. In order to rescue your friends, you must enter the time tunnel and listen to the message from the D-Scanner. Enter the era designated by it and defeat the Big Boss. This is the only way to save your friends.

If you choose not to enter the time tunnel, you can continue on to the next Block and collect an "Item" instead.

The game will begin in a certain time era. It doesn't necessarily start from the oldest. But, returning to the time/space coordinates of Gylend will always be last.

The Battling Eras

- ★ Primitive Era
- ★ Ancient Roman Era
- ★ Medieval Japan
- ★ World War II Era
- ★ Future World Era
- ★ Gylend's World

You must battle your way to the end of each era in order to move onto the next. Successfully defeat all your enemies in an era, and the time tunnel will open to take you to the next encounter.

Continue Game

When playing with a single player, if Yohan is downed three times, the score scene will appear and the game is over. However, if you push Button 1 two or three times before the score scene appears, Yohan will revive. The game can then be continued without interruption, although the Items and Power that Yohan had will now be gone. He will have to regain his Items and Power as though he were starting from the very beginning.

When using two players (Yohan and Ben), even if one is downed three times, he will automatically revive as long as the other player is not downed.

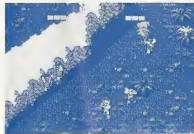
NOTE: You can only Continue twice. Also, if you are too slow in pushing Button 1 and the score screen appears, you will not be able to continue and the game will end.

Score Screen



When the game starts, the Score Screen will appear. As you proceed, points will be recorded. The Score Screen will appear at game start, when entering a time tunnel, and at the end of the game.

Fighting



When Yohan stands on level ground, many enemies will attack. Use Button 1 (normal shots) to shoot them. They can be shot down with one normal shot. The Middle Bosses and Big Bosses cannot be killed with one shot. You must use your special weapons to fight them.

To gain an advantage in a battle, take away any Item(s) that the enemy has. To do this, destroy the enemy; the Item will stay in its place. Touch the Item and it is yours.

NOTE: Many obstacles surround you, such as rocks, trees, walls, and fences. If you make a wrong move, you can be trapped. Study your surroundings and move to your advantage!

Time Tunnels and Rescuing



By killing one of the Middle Bosses in a given Block, a time tunnel will appear. By entering it, you can see the time era where your friends are held captive with the D-Scanner. You must enter that tunnel and time warp to them.

The only way to find the time era where your friends are held captive is by using the D-Scanner. The D-Scanner is in the time tunnel. Enter the time tunnel until you find the era where your friends are. When you find that era, continue to fight the Middle Bosses until they are defeated. Now, the Big Boss appears.

At this time, you must NOT enter the time tunnel. If you do, you will be warped to a different era and will lose your chance to rescue your friend. Once you enter the era where your friend is held captive, continue to fight the enemy and disregard the time tunnel.

To destroy the Big Boss, you must find his weakness immediately, center on it and attack. At his defeat, the Big Boss will disappear and a red fireball will remain in his place. It will change into the form of one of your friends. Now, continue on to rescue the others!

Items

In order to kill a strong enemy, there is the need to have powerful and special weapons. Always take the enemy's Items during battle and use them to your advantage.

There are two kinds of Items: Special Weapons and Ability Items. The Weapon Items will increase in strength as you move through the three stages of each era.

Special Weapons

Tri-Shot



- | | |
|------------|--|
| 1st Stage: | Tri-shot. Will shoot in 3 separate directions. |
| 2nd Stage: | Distance of shot will double. |
| 3rd Stage: | The shot will fly throughout the screen. |

Missile



- 1st Stage: A missile that can fly over obstacles.
- 2nd Stage: The distance the missile flies will increase and will penetrate.
- 3rd Stage: The missile will fly faster and become more powerful.

Energy Gun



- 1st Stage: High-power energy bullet.
- 2nd Stage: Double high-power energy bullet.
- 3rd Stage: Triple high-power energy bullet.

Ability Items

Speed-Up



Power-Up



Warp



- Speed-Up:** Side speed becomes faster.
- Power-Up:** Weapons become fully automatic. Movement diminishes the power. Weapons remain automatic until the energy is used up.
- Warp:** You will be warped instantly to the Block where the Big Boss is.

Enemy's Characters

Primitive Era



Brokeratops



Cryptogram



Purtaosaur



Bitekan



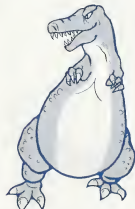
Big Brokera (Middle Boss)



Aruma (Middle Boss)



Ankirosaurus (Middle Boss)



Tyrasaurus (Big Boss)

Ancient Roman Era



Bow Man



Pharantas



Roman Ghost



Anubis (Middle Boss)



Roman Swordsman



Medusa
(Middle Boss)



Minotaur (Big Boss)



Tri-Neck Dragon (Middle Boss)

Medieval Japan



Fire Throwing Soldier



Kappa (River Monster)



Piper Monk



Ninja



Samurai (Middle Boss)



Tengu (long-nosed man)



Dark Monk (Middle Boss)



Kabuki (Big Boss)

World War II Era



Wild Geese



Private



Ratto Willis (Middle Boss)



MIL-29 (Middle Boss)



T-87 (Middle Boss)



Hainder (Middle Boss)



Large Tank (Big Boss)

Future World Era



Disco Fighter



Spark Shooter



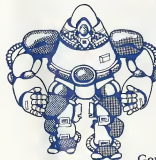
A-Line



Manrasu (Middle Boss)



Nike (Middle Boss)



Gorugo (Big Boss)

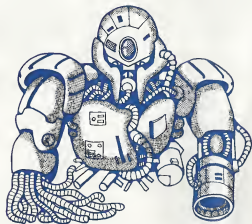
Gylend's World (Last Stage)



Rideru



Gerondo-D



Gylend (The Conqueror)

Helpful Hints

- Learn the speed of the enemy's shots and the relationship to your movements. You can run away from many difficult situations.
- You need special weapons to defeat the Bosses. These are acquired by defeating the lesser enemies and taking their Items. Beware! The strengths of the Bosses are not the same. Use the special weapons carefully!
- Among the special weapons are those which work differently according to the situation. Learn their special powers and use them effectively.
- Remember which Block's tunnel corresponds with which time era. Don't get lost in the maze of the era. You want to rescue your friends, not become lost yourself!
- You must enter the time tunnel to leave the current era you're in and advance.

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Scorebook

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Date				
Name				
Score				

Handling The Mega Cartridge™

- The Mega Cartridge is intended exclusively for the Sega System™
- Do not bend, crush or submerge in liquids.
- Do not leave in direct sunlight or near a radiator or other source of heat.

90-Day Limited Warranty Sega® Card/Cartridge

To validate the following 90-day limited warranty, your sales slip or proof of purchase should be retained at time of purchase and presented at time of warranty claim.

90-Day Limited Warranty

Sega of America, Inc. warrants to the original consumer purchaser that this Sega Card™ / Cartridge™ shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If defect covered by this warranty occurs during this 90-day warranty period, Sega will repair or replace the defective card / cartridge, at its option, free of charge.

This warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive fast, reliable service, call the Sega Customer Service Department at the following numbers:

Outside California: 800-USA-SEGA

Inside California: 415-742-9300

Our Customer Service Department is in operation from 9:00 AM to 5:00 PM (Pacific Time), Monday through Friday. *Do not return your Sega Card/Cartridge to your retail seller.*

Sega's service center is located at the following address:

Sega of America, Inc.

Warranty Repair

573 Forbes Blvd.

South San Francisco, CA 94080

Limitations On Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to ninety days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc. be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations of exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.